Time Trouble

Bzzzz Finally! There you are!

You have to save the timeline – the Fluffies have messed it all up. The little beasts have been nibbling on everything. Your team should be well equipped to handle it – as long as you work together and keep your wits about you. But keep an eye on the energy levels... whatever, you'll see soon enough. Get a move on and let's go!

About this rulebook

We recommend that you take your time to read this rulebook, then set up the game, and **only afterwards** explain the game to your fellow players. The rules are written as you would explain them to others.

Examples and *Special cases* are written in *italics*. Special cases are helpful for reading up on when you have specific questions. **Particularly important rules** are indicated with "**Important**". So, in case of questions, have a look at these first.

Good luck and have fun!

Contents

Components and setup..... pg. 2
Aim of the game..... pg. 4
The Characters..... pg. 4
The Cards..... pg. 4
Communication rules..... pg. 4
Gameplay..... pg. 5
Briefing..... pg. 5
Action phase..... pg. 5
Playing cards..... pg. 5
Moving characters..... pg. 6
Spaces..... pg. 7
Energy phase..... pg. 9
Shift change..... pg. 9
End of game..... pg. 10
Collecting stars..... pg. 10
Level overview..... pg. 11
Hooray, a gift!..... pg. 16
Summary..... pg. 16

DIZED TUTORIAL

SKIP THE RULEBOOK!

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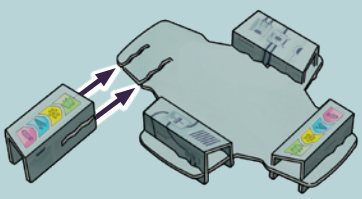
Assembly instructions for the computer

1

Carefully fold the 4 side pieces towards the center.

2



Stick the side pieces into the base, as shown. Make sure that the side of the base without illustrations is facing up.

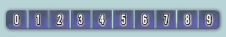
COMPONENTS

1 computer

1 character board

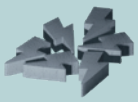
11 boards

30 cards


1 reminder bar

4 reminder tokens

4 characters


10 energy

10 damage

12 Fluffies

7 locks

5 snails

10 gifts

1 walkie talkie

2 shields

2 cave tiles

1 glitch tile

1 Mama Fluffy

1 tuck box

After the game: Place the cards in the computer and all the wooden pieces and tokens into the tuck box.

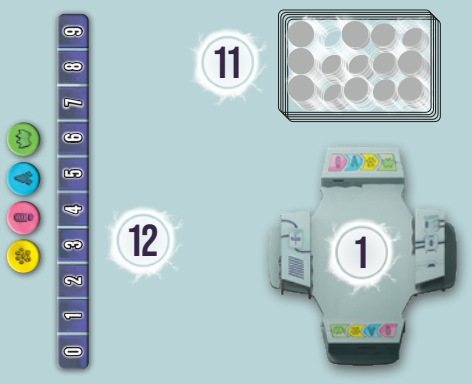
GAME SETUP

Here, we'll show you how to set up the first level.
Any changes to later levels will be explained for each level (from pg. 12 onwards).

Important: For a 2-player game, there is a modification for step 11. Otherwise, setup is the same for any number of players.

1 Assemble the **computer** (see pg. 1) and place it in the center of the table, within reach of all players.

2 Place both pieces of the round **character board** together. Put the character board next to the computer.



12 Place the **reminder bar** and the **4 reminder tokens** to the left of the computer.

11 5 of the 30 cards show these symbols. You don't need them for the first level so return them to the box.

Shuffle the rest of the cards face down, i.e. with the colorful side facing down.
Deal **3 cards** to each player.
Modification for a 2-player game: Deal 4 cards to each player.

Card front

Use the remaining cards to make a draw pile face down next to the computer.

3 There is a **symbol with a number** on the **bottom left** of all the **boards**. The symbol indicates the level and the number indicates the number of the board. The symbol to the right shows what is on the back of the board.

Find the boards that have the **base symbol** .

The **starting board** of the first level is 1. Place this board above the character board. The **goal board** of the first level is 2. Place this board to one side within easy reach. Put the other boards back in the box.

Place each of the **4** wooden **character** figures on their corresponding **start spaces** on the starting board.

4 Find the boards that show the **middle ages symbol** on the bottom left.

Place the 1 board to the right of the starting board.

Place the 2 board **on top** of the goal board 2 next to the play area.

You won't need any of the other boards for the first level so place them back in the box.

Example setup for level 1

5 Place **1 Fluffy** on this space on the 1 board.

Keep 2 more ready as a supply. You won't need the other 9 until the later levels so place them in the tuck box.

6 Place **1 lock** on this space on the 1 board. Place the rest in a supply.

7 Place **6 energy** in the center of the character board. This is your supply. Place the remaining pieces in the general supply.

8 Place **1 snail** on the appropriate space on the character board.

Place the rest in a supply.

Place the **10 damage** in a supply.

9 Take the **walkie talkie** and place it in front of you. You're the boss for this round.

10 Place the following components in the tuck box, as you won't need them in the first level: The **gifts**, the **glitch tile**, **Mama Fluffy**, the **cave tiles**, and both **shields**.

From level 2 on: Take your unlocked starting bonuses.

Playing with the app

In the **DIZED app**, along with the interactive tutorial, you'll find the free Time Trouble **Extra**. It makes the game easier and offers extra content. However, it's **not vital** to play the game.

Everything that has to do with the app is marked with a purple box.

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AIM OF THE GAME

With the help of your cards, move the 4 characters together through a total of 7 levels that increase in difficulty.
The boards are different for each level and give you new challenges each time. You must all catch a different amount of Fluffies depending on the level. The more the better!

The first levels last around 25 minutes, while the later levels sometimes take longer. The game is not intended to be played in one sitting. You can simply start with the next level the next time you play. You don't even have to play with the same group of people – we just recommend that at least one of you has played before and can give the other players a few hints.

Play the levels in the order specified. You can start again from level 1 at any time or build your own levels.

Use the level generator in the app to create new levels based on your own ideas!

THE CHARACTERS

Your team is made up of 4 characters who were carefully chosen to be members of the Time Travel Agency.
Each one comes from a different time and is an expert in their era.

Each character has a **color** and a special **ability** (pp. 7, 8). The characters are also unique in how much **space for Fluffies** and **damage** they have.

Important: You all "control" the characters together so there are no individual colors.

Franky is an expert in the present day and is the leader of the team. Therefore, she always moves first. Her task is to open locks.

Spike is getting on a bit in years. With the help of his sticky snails, he can slow down both himself and others.

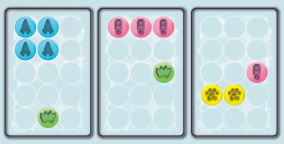
Space for Fluffies

Space for damage

Jell-E is from the future. The cyber-jellyfish is responsible for the energy supply of the team.

Cleo comes from mystical Ancient Egypt. Her ability allows her to heal herself and other characters.

THE CARDS



The cards show **footprints in 4 colors**. Each footprint matches a character.
Hold your cards in your hand so that the other players can't see the front.
The cards you play determine which footprints are visible where. When moving, each character takes as many steps as there are footprints **visible in their color** (more on that under *Playing cards*).

COMMUNICATION RULES

You may talk to each other during the game. But there are restrictions:

You may **not** tell the other players the exact number and position of the footprints on your cards. You may however tell the other players whether you have **many**, **a few**, or **no** footprints of a color in your hand.
That can help you with your plan.

GAMEPLAY

The number of rounds you play depends on you (and on the level). You finish the level once **enough Fluffies are collected and brought to the goal**. In each round, one player is the boss. As you have the walkie talkie in front of you, you are the boss. You go first this round (more on that under *Playing cards*).

If you're playing with the app, you may leave the walkie talkie in the box and pass the phone around instead.

Each round has **4 phases**: 1 Briefing 2 Action phase 3 Energy phase 4 Shift change

1 BRIEFING

At the **beginning of each round** you may all discuss and **decide on your goals** together.
Decide together how many steps the characters should take.

Your cards

*You must consider whether **Spike** or **Franky** should take 7 steps. You say: "I have lots of **green** but only a few **pink**." So you decide in favor of **Spike**.*

Reminder bar

To better remember your goals for each round, you may use the **reminder bar** and the **4 reminder tokens**. Place the matching colored tokens next to the number of steps each character should take.

Each token also has a **!** on the back.
Use this to indicate what's important to everyone.

Note: You may place multiple tokens next to the same number. You don't have to use all the tokens. You can also get creative when placing the tokens, i.e. placing them between 2 numbers.

Important: The tokens serve only as **reminders** and **do not** affect the game. It can happen that a character does not take the number of steps planned. Don't worry too much about it!

*You decide together: **Franky** must take 3 steps. **Jell-E** should take 2 steps and **Spike** should take 4 or 5. **Cleo** should take as many steps as possible.*

2 ACTION PHASE

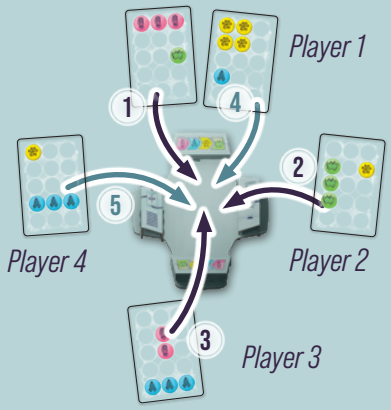
Playing cards

The timer in the app makes it easy to keep track of time and lets you know when time is running out.

- Together, you all have exactly **40 seconds** to play cards. To **keep track of time**, you may use the app, an egg timer, or your phone. The boss starts the timer when everyone is ready.
- To play a card, place it **in the computer**. If there are already cards in there, place yours on top. You decide **in which orientation** to place your card. You can turn it 180 degrees, but the front must be face up. There are therefore always 2 ways to play a card.
- The boss goes first and **must play 1 card**. Then the **next player in a clockwise direction** takes their turn and must also play 1 card. Keep going until there are **exactly 3 cards** in the computer. It doesn't matter how many players are playing.

Note: In a 2-player game, the boss plays 2 cards. In a 3-player game, each player plays a card. In a 4-player game, the last player doesn't have to play a card.

- After this, the order in which you play is up to you. You all can play in **any** order (or one player can play 2 cards in a row).
- You all can play as many cards as you like until time runs out. If you have no more cards in your hand, you cannot play any more cards.
- You may hold the card you wish to play above the computer while you decide in which orientation to play it. You may also take it back in your hand if you decide not to play it. The other players can give you advice. *But be careful: That might cost you valuable time!*
- **Important:** Once you've played a card, you may **not** take it back out of the computer.
- *Special case: It can happen that fewer than 3 cards are played before time runs out. Then the boss takes 1 random card from the hand of each player that should have played a card but didn't. The boss places these cards into the computer without looking at them.*



Player 1 is the boss and must play a card first. Then player 2, to their left, must play a card. Finally, player 3 plays a card.

Now, the order is completely up to you. So, player 1 plays another card and then player 4 plays a card. Then time is up.

Moving characters

Once time is up or you don't want to play any more cards, you move the characters. How far they move depends on the cards that have been played.

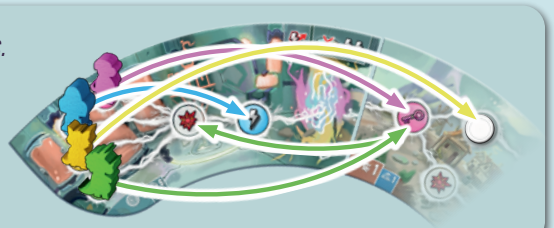
Important: You only look at the "total result". The cards remain in the computer until the end of the round (pg. 9).

- You move each character the **exact number of steps** as **footprints of their color** that are visible in the computer.
- The characters move along the **white line from space to space**. Each space counts as 1 step.
- You always move the characters in the same order: First Franky, then Jell-E, then Cleo, and finally Spike.
  Note: You'll find a reminder of this order on the computer.

Franky takes 2 steps.

- You move the characters in a clockwise direction, so from **left to right** on the board. They may **not** move backwards.
- You must always **take the complete number of steps** shown and may not stop before completing them. At forks in the path, you must always choose one direction. You may choose for each character individually. Locks block a character's path (pg. 7).
- The characters may "overtake" each other. An occupied space still counts as a normal step.
- Only **1 character** can exist on a space at a time. If a character lands on an **occupied space**, they must instead stop on the **first empty space before this space**. The character must stay on the path they were on and may not change paths.
- **Important:** You may choose a path on which a character is occupying the space the moving character will land on, even if there is another path they could have moved further on. You may not choose a path which is locked (pg. 7).
- *Special case: If you can move more spaces but have reached the edge of the board, then the character remains on the last empty space.*

Franky takes 3 steps. Then Jell-E takes 2 steps. Cleo takes 4 steps. Finally Spike takes 3 steps. This space and the one before it are already occupied, so Spike stops 2 spaces before. Therefore, he only takes 1 step.



Spaces

On the boards, there are **general spaces** and **character spaces**. If a character lands on a **space matching their color**, they can use their ability. **General spaces** affect every character that lands on them.

Important: Spaces are only triggered when a character **stops directly on a space**. This is called **landing on a space**. Nothing happens when passing through a space. If a character doesn't move, the space they're on doesn't get triggered.

*Special case: If a character cannot move because the space in front is occupied, this does **not** count as a movement.*

Always move the character and then carry out the space's effect. After that, move the next character.

General spaces

Neutral space

The character simply lands there. Nothing else happens.

Fluffy space

Hooray, you caught one! Take the **Fluffy** from this space and place it in the **inventory of the character** that's on the space. If the character has no more room in their inventory, the Fluffy stays where it is.

Only 1 Fluffy can be collected from each Fluffy space. If there is no Fluffy left on the space, nothing happens.

Every time you add a board (pg. 9), place a Fluffy on each space that shows a Fluffy .

Damage

Ouch! The character takes 1 damage . Take 1 damage from the supply and place it on one of the intended spots of **this character** on the character board. You may **not** give the damage to another character.

Knock out!

As soon as you place **1 damage** on the **last empty damage spot** of a character, the character is **k.o'd**. Immediately remove the character's wooden figure from the board and place it on their picture on the character board. **They cannot move anymore** and cannot bring their collected Fluffies to the goal. The Fluffies remain in their inventory, however.

Once 3 characters are k.o'd, you **lose** the game. You can revive characters (more on *Healing* on pg. 8).

Space for damage. Franky is k.o'd after taking 2 damage.

Lock

Some paths are **locked**. As long as a lock is visible, **no** character may **move through or land on this space**. The characters must choose a different path. As soon as the lock is opened, the path is **clear**. Then, flip the lock over and the space now counts as a neutral space (more on this under *Opening locks*).

Front

Back

Every time you add a board (pg. 9), place a lock from the supply, with the front side face up, on each space that shows a lock .

Character spaces

If a character lands on a **space of their color**, their **ability** is activated and you must carry it out immediately. If another character lands on this space, nothing happens (the space is "blocked" until the character has moved further on).

Opening locks

If Franky lands on a key space , immediately flip 1 **lock** from **the same board** over, so that the side with the **neutral space** is face up. The path is now clear.

New energy

If Jell-E lands on an energy space , immediately take **1 energy** from the general supply and place it in **your supply** in the center of the character board. What the energy is used for is explained on pg. 9.

Healing

If Cleo lands on a healing space , you may heal 1 damage . To do this, remove 1 damage from any character (even Cleo) and place it back in the general supply. If none of the characters have any damage, you cannot carry out the heal action and nothing happens.

Revival

You can bring characters that are k.o'd (pg. 7) back into the game through healing. **Remove 1 damage** from the character. Then place the character onto the space Cleo is on. In this case, the characters share 1 space. You can continue playing with the revived character as normal.

Any Fluffies the character has collected remain in their inventory. Now they can bring them to the goal.

Note: If you revive Spike, he can move immediately. Franky and Jell-E can move again in the next round.

Sticky snails

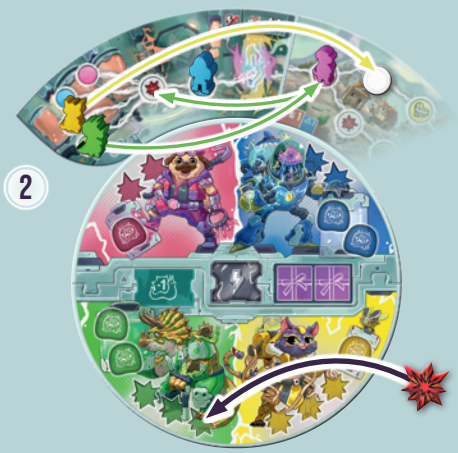
If Spike lands on a snail space , take **1 snail** from the general supply and place it in **your supply** on the character board. You can place up to 5 snails in your supply.

Using the snails

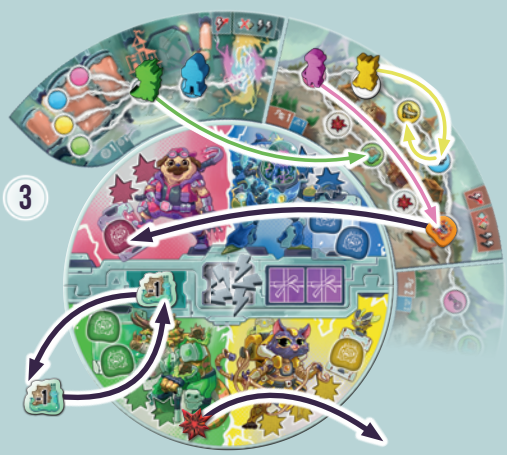
At any point when moving, you may give up **1 snail** from your supply to move **any character 1 step fewer**. This does **not** count as a movement in itself, you are simply reducing the number of steps for this character by 1 per snail. You may use as many snails as you like, even multiple per character.

You may never reduce the number of steps below zero, i.e. you may not move backwards.

1 *Franky lands on the key space. Flip over the lock and the path is clear. Super! Next, Jell-E lands on the energy space. Take 1 energy and place it in your supply.*



2 *Cleo lands on a neutral space. Spike plans to take 3 steps but he must stop 2 spaces before because this space and the space before are occupied. He takes 1 damage , which you place on a damage space next to Spike on the character board.*



3 *In the next round, Franky lands on a Fluffy space. Take the Fluffy from this space and place it in Franky's inventory.*

*Jell-E takes 0 steps and remains where he is. The energy space is **not** triggered again.*

Cleo would take 2 steps. Instead, in order to land on the healing space , you decide to use 1 snail . Then remove 1 damage from Spike.

Finally, Spike takes 4 steps and you receive 1 snail .

3 ENERGY PHASE

Occupied boards cost you energy. Boards that all characters have passed through give you energy.
Carry out 3 actions in a row: **Add boards**, **remove boards**, and **pay energy**.

Add board

The level is built during gameplay.

If **at least 1 character** has moved **to the foremost board**, a new board is added. Take the **next board from the pile** and place it to the right hand side of the foremost board.

Reminder: You already sorted the boards during setup.

Finally, place a **lock** on each space and a **Fluffy** from the supply on each space.

Removing boards

Once **all the characters** have **left** the **rearmost** board, place it back in the box.

For each board put back in the box, you receive as much **energy** as indicated on the top right of the board (1-3). Locks must be returned to the supply.
Leftover Fluffies **can no longer** be collected; place them back in the tuck box.

Special case: If the characters leave multiple boards in a single round, remove all of these boards.

Paying energy

Now you must pay **1 energy** for **each board** that has **at least 1 character** on it. Take the appropriate amount of energy from your supply in the center and place it back in the general supply.

Important: If you don't have enough energy to pay, you **lose** the level and must start again.

Note: If your supply is empty, you haven't lost yet; not until you cannot pay.

All the characters have left the starting board. Place it back in the box. Take the indicated 2 energy and place it in your supply.

Now check how much you all must pay. The characters are standing on only 1 board, so you only have to pay 1 energy .

4 SHIFT CHANGE

Place all cards that are in the computer onto a face-up **discard pile**.

Give the **walkie talkie** (or the phone) to the **next player in a clockwise direction**. This is the new **boss**.

Additionally, each player draws cards so that they have **3 cards** in their hand again.
Important: In a 2-player game, both players have 4 cards in their hand.

If there aren't enough cards in the draw pile, shuffle the discard pile and create a new draw pile.

The **round is now over**. Begin a new round with phase 1.

END OF GAME

Victory: In each level, you must collect a **certain number of Fluffies** and bring them to the goal.
In level 1, you must collect **2 Fluffies**.

Defeat: The game ends immediately if you cannot pay enough energy or if 3 characters are k.o'd at the same time.

THE GOAL BOARD

The goal looks a little different in some levels but always follows the same principle. The orange spaces are **goal spaces**.

To finish a level, at least **2 characters** must be standing on the **goal spaces** at the end of the action phase. At least **1 character** must be standing on a **space with a buzzer**.

All characters standing on the goal spaces must **together** have the **required number of Fluffies** in their inventories. Then you have **won** the level, hurray!

Important: Fluffies in the inventories of characters that are k.o'd or not standing on a goal space do **not** count towards the total.

Crossing over:
The goal spaces are arranged in a circle, so you count them as usual. You must however immediately **pay 1 energy** as soon as a character **moves past the last goal space**. If you cannot pay, you lose immediately.

If you fulfill the victory conditions, the game ends **after the action phase** (the energy phase does not take place).

Even if you fulfill the victory conditions, you do not have to end the game and can continue to play, in order to bring the other characters to the goal or to collect the remaining Fluffies. You can receive a **bonus** for this (more on this in a moment).

*Franky moves 2 spaces and **crosses over**. You must therefore pay 1 energy. Luckily there are 2 left in your supply.*

Jell-E also moves 2 spaces and lands on a goal space. Then Cleo moves 1 space and lands on a buzzer space.

Spike is k.o'd and doesn't move.

Spike's Fluffies don't count, so you collected 2 Fluffies in total.

You have won the level and the game ends immediately. Well done!

COLLECTING STARS

Together you receive **stars** according to how well you complete a level. You can use these to unlock **bonuses for later levels**. On the **next page** you can mark how many stars you receive for each level.
Note: You don't receive any stars for levels you design yourselves.

If you successfully complete a level, you receive **1 star**.

+1 For each **extra** Fluffy you collect, you receive **another 1 star**.

4 If all **4 characters** survive and they all land on a goal space, you receive **another 1 star**.

For each star you receive, you may cross off **1 star** for a **bonus of your choice**.
You may divide the stars among the bonuses.

At the **beginning of the game**, you will receive **all bonuses** for which you have crossed off **all the stars**.

If you play a level again, you only receive more stars if you collect more stars than before.

You also find an overview of the stars online: *www.cundco.de/spielregeln/hig-spiele-erweiterungen.*

To print out yourself

You have completed level 1 and brought all 3 Fluffies to the goal. However, 1 character is k.o'd. So you collected 2 stars. Cross these off on the left. Then you may also cross off 2 stars on the right. You choose the energy bonus. You need a total of 4 stars for this, so you don't yet receive any extra starting bonus for level 2.

The Shield

If you unlock a shield, take a shield from the tuck box after finishing the setup. Place it on 1 character of your choice on the character board. If this character takes 1 damage, remove the shield rather than suffer the damage. Then place the shield back in the tuck box. You can choose which character to give the shield to in each new game. Each character may only have 1 shield.

Cross off here:

Now you can finally begin playing! Read through the instructions for level 1. On the following pages you will find the rule changes for later levels, but these aren't yet relevant.

On the last page you will find a **summary** of the most important rules.

Tired of reading?
You can use the app to listen to the introductions to the level instead!

LEVEL OVERVIEW

LEVEL 1: KALTENSTEIN

You find yourselves in the small village of Kaltenstein. It smells stale and musty. You look around in confusion. Do any of you recognize this place? The walkie talkie crackles: "Welcome to the middle ages! The expert for this era is unfortunately... well, incapacitated. But you'll manage by yourselves!" Just then, you notice a Fluffy peeking out of a wagon of hay. It gives you a cheeky look before disappearing...

Starting boards: 1 + 1

Pile: 2 + 2

Goal: 2 of 3 Fluffies

Changes to set up: None.

Special spaces or rules: None.

Have you completed level 1? Super, then read on. So you don't get bored, we have 6 more levels for you to play. Each one brings new rules and challenges with it. Will you manage to win all levels?

The **base setup** (pp. 2, 3) is the same for each level. The boards, however, are different and new components are added. The starting board and goal board are always a board. You will therefore need these several times.

Reminder: Always place 1 starting board and 1 level board above the character board. Place the rest in a pile next to them. The goal board is always at the bottom of the pile. Also place 6 energy and 1 snail in your supply. You will need a different number of Fluffies for each level. Leave any extras in the tuck box.
Note: You will only need all the Fluffies for levels you design yourself.

Important: For each level, there are special rules that only apply for that level. There are also rules and components that are introduced in a level and apply **from** that level **onwards**, i.e. for **all following levels**.

We will now explain which boards you need and what changes you must consider for each level.

FROM LEVEL 2

Changes to set up: Take the **10 gifts** and shuffle them face down. Place them face down in a pile.

Detours

You can now bypass some locks . The small spaces count towards the **length of the path** but characters cannot stop on them. If the character doesn't have enough movement to complete the detour, they stop on the space before the detour. As soon as the lock is opened, you are no longer allowed to use the detour.

The gifts

If a character lands on a gift space, take **1 gift** and flip it over.
Then place it face up on one of the two spots on the character board.

Special case: If you receive a gift and both spots on the character board are already filled, you must choose one of the gifts to throw away (this can be the new gift).

The gifts give you different **bonuses** which you can use **during the game**. You may use a gift **at any time**, unless otherwise stated. Once you have used a gift, place it face up in a separate discard pile.

Each gift is explained on the **last page** (pg. 16).

Special case: If there are no more gifts in the draw pile, shuffle the discard pile and create a new draw pile.

LEVEL 2: PYRAMID POLKA

A hot wind blows against your faces as you poke your heads outside the portal. "Ahh, I'll never get tired of seeing the pyramids!", says Cleo. "Just watch out for the quicksand – especially you, Franky-short-legs, ha ha!" She grins cheekily and bounds ahead.

Starting boards: 3 + 1 **Pile:** 2 + 2 **Goal:** 3 of 4 Fluffies

Special rule: Quicksand

When moving: If a character **doesn't move** while on a board, they take 1 damage .
It also counts when the character has footprints but doesn't take any steps.

Double space: Best Bandages

Cleo knows where to find the best material for healing. If she lands on this space, you can **heal up to 2 damage**.
You can heal one character up to 2 damage or two characters by 1 damage each.

FROM LEVEL 3

Changes to set up: Shuffle the 5 special cards (indicated with and) with the other cards. Deal them out as usual.

Special cards

At the end of the action phase: You receive as many **gifts** and **damage**, as are visible in the computer. You can separate the damage as you wish among the characters.

Empty Fluffy space

If a character lands on an **empty** Fluffy space, this character may place **1 Fluffy** from **their inventory** on the edge of the character board. This Fluffy counts as collected. This functions like the gift *Save the Fluffy* (pg. 16).

LEVEL 3: SPACELANTIS

"Home at last!", cries Jell-E, as he splashes happily with his tentacles. "I hope you brought some underwater-proof clothing – otherwise we can go get some from a sales-shark. Let's see where the little creatures are hiding around here!" You find yourselves in the middle of a sci-fi aquarium. Too bad that Fluffies can swim...

Starting boards: 1 + 1 **Pile:** 2 + 3 + 4 **Goal:** 4 of 5 Fluffies

Special rule: Thalassophobia

If a character is **alone** (without another character) on a board at the end of movement, you must pay **1 extra energy** for this board during the energy phase. It can happen that you must pay extra energy for multiple boards.

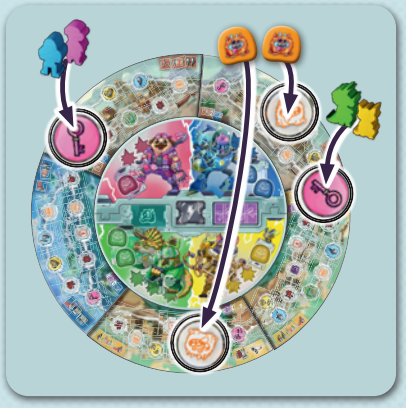
Double space: Jellyfish Power

Jell-E is particularly powerful here. If he lands on this space, take 2 energy and place it in your supply.

LEVEL 4: TIME WARP

"Oh dear, what's going on here?! Even I'm feeling a little queasy!" says Franky, looking a little green. You've been caught in a time warp. You're still getting your bearings when a Fluffy whizzes past Spike's horn. Quick, after it!

Goal: 5 Fluffies



Changes to set up: Instead of the starting board and the piles, place the following boards in this order **in a circle**: 1 + 2 + 1 + 2 + 3.

Place Franky and Jell-E on the **first space** on the 1 board.
Place Cleo and Spike on the **first space** on the 1 board.
There are therefore 2 characters starting on the same space.
Place 1 Fluffy on the **top** space on the 2 board.
Place another 1 Fluffy on the **first** space on the 2 board.
As usual, place 1 lock on each space.

Special rule: Round trip

In the energy phase, you neither have to add boards, nor remove old ones.
You must however **pay energy** as usual (pg. 9).
Once **5 Fluffies are on the character board**, you win immediately. You don't have to bring them to the goal.
Note: Fluffies in the inventory of k.o'd characters do not count.
Move the characters as usual in a clockwise direction.

Special rule: Jumpies

After collecting 1 Fluffy from a board, **immediately** place **1 new Fluffy** on an **empty** **space** on the next board. Therefore, there are **always 2 Fluffies** on the game board.

After the action phase, **both Fluffies** "hop" from their board to the next.
First, take the Fluffy furthest along the board in a clockwise direction and place it on an **empty** **space** on the **next board**. If there are multiple Fluffy spaces, you must always choose the one on the **upper** path. If there is no empty space on the next board, check the following board in a clockwise direction and so on.
Then move the second Fluffy, following the same rules.

The Fluffy hops to the next board.

Important: The **special rules** of the boards also apply here. *Quicksand* (pg. 12) and *Thalassophobia* (pg. 13) are active on their respective boards. All spaces retain their effects, including the double spaces from levels 2 and 3.

Fluffy Power

If a character lands on a Fluffy space, you receive **2 energy** . It doesn't matter if the Fluffy space is empty or occupied by a Fluffy. Then you collect the Fluffy as usual or you can "save" a Fluffy if the space is empty (pg. 13).

LEVEL 5: BACK TO THE PRESENT

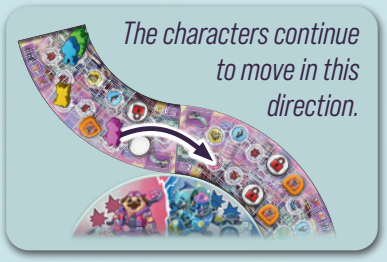
"Home sweet home!" says Franky, flapping her ears. After the chaos they just experienced, everyone is looking forward to spending time in the present. Only Spike dislikes the hustle and bustle. "There's nothing sweet about all this hullabaloo", he grumbles.

Starting boards: 5 + 1 **Pile:** 2 + 3 + 6 **Goal:** 5 of 7 Fluffies

Changes to set up: None.

Special rule: Turning Point

Always, when a board is the **rearmost** board, it is **turned 180°**, after the action phase. Turn it, so that the side is always face up. Any characters and tiles on this board remain in position and are **rotated with the board**. The characters always move in the direction of the foremost board (now in the other direction, i.e. still in a clockwise direction).
If the board is the "wrong way round", it will be turned back at the end of the next action phase, as long as it doesn't get removed.



The characters continue to move in this direction.

Magnets

If a character lands on a magnet space in **their color**, the character of the **other color shown** is **immediately** moved to this space (i.e. they share 1 space). It doesn't matter where the character is.

Special case: If the character is k.o'd, the effect is ignored.

The character that was pulled by the magnet then takes their movement as usual (if they have not moved yet in this round).

Double space: Locksmith

Franky is a lock expert! If Franky lands on this space, you may unlock **2 locks** on her board.

The designers would like to thank the playtesters, who supported us with great tests, valuable hints, and their patience.

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LEVEL 6: TROUBLESOME T-REX

A deafening roar sounds in the distance. "Who or what in the world was that?", squeaks Cleo, hiding behind Spike. "Quickly, get to that cave!", shouts Franky. "Or we'll end up as tasty dino food for that T-Rex!"

Starting boards: 5 + 1 **Pile:** 2 + 3 + 4 **Goal:** 5 of 7 Fluffies

Changes to set up: Place the 1 board next to the other boards. Place the cave entrance to the left and the cave exit to the right. This is the **cave**. Place the lock and the Fluffies on their respective spaces on the board as usual.

Special rule: T-Rex attack

If a character (other than Spike) is on a board **without** Spike at the end of movement, they take 1 damage. The cave is not a board, so you are safe there.

The cave

If a character lands on a cave space, you must move them immediately to the corresponding **starting space of the cave entrance**. Movement and spaces function as usual inside the cave. For the board in the center of the cave, you must **pay energy** according to the usual rules, but not for the entrance and exit. The cave is never removed.

After exiting, the characters continue their movement. Continue to count the spaces as usual.
The next space is the **rearmost space** of the **rearmost board**. Spaces are triggered as usual.
Note: It can happen that a character exits a cave and immediately goes back inside in the same move.
Special case: If all the characters that aren't k.o'd are in the cave, no boards are removed during phase 3.

Double space: Old Friends

If Spike lands on this space, take 2 snails from the general supply and place them in your supply.

LEVEL 7: FIERY FINALE

"Wow, that's hot!", hisses Jell-E. You have traveled to the beginning and the end of time to return the Fluffies to Mama Fluffy. Hopefully, she'll take better care of them this time, and these tiny fluffy beasts won't escape again...

Starting boards: 3 + 1 **Pile:** 2 + 3 + 6

Goal: This time, everything's different! Return 6 Fluffies.

Changes to set up: Place **Mama Fluffy** directly to the right of the 1 board. Place the **glitch tile** in the computer. Fill all the character's inventories with Fluffies, until all 6 spots are filled. The other Fluffies remain in the tuck box.

Special rule: Mama Fluffy

Mama Fluffy has two spots for Fluffies. You can only **add a new board** once you have placed **2 Fluffies from your inventory** there. Until then, skip the "Add board" step.

As soon as you have placed the Fluffies, **add a new board**. Then move Mama Fluffy to the end of the new board and place both Fluffies in the tuck box. Continue doing this until you reach the goal board. If a character's movement would take them **past** the final space of the foremost board, they take **1 damage**. They remain on the last empty space.

Returning a Fluffy

If a character **would take 6 or more steps**, they **may** instead place **1 Fluffy** from their **own** inventory on Mama Fluffy. In that case, the character does **not** take a movement.

Special rule: The floor is lava

After the action phase: You take as much **damage** as can be seen in the computer. You may share the damage.

The double spaces function as in previous levels.

If you create your own levels, it is best to swap out individual boards of existing levels.
The special rules for each level apply when a character is on a corresponding board.

Hooray, a gift!

During **movement**: You may move one of the characters shown 1 or 2 **additional steps**. This does **not** count as its own movement, but in addition to the computer's result. You may divide the 2 steps between both characters or only move 1 step.

During the **briefing**: Each player receives **1 extra card in their hand**.
This gift may be used after everybody has drawn their cards but before the action phase begins.

During the **action phase**: You may place this gift on an empty space (i.e. a space without a token or a character). The covered space now counts as a **neutral space**. The characters may land on this space as normal. The token remains on the space until you remove the board.

After **playing your cards**, before movement: After time has run out, the **boss** may play **1 more of their cards face down**. The card must be placed in the computer with the gray side facing up.
Covered (i.e. gray) spaces do not count as footsteps.

"Save the Fluffy": Take one of the **Fluffies already collected** from the **inventory** of any character. Place it on the neutral area in the center of the character board. This Fluffy counts as **collected** and doesn't take up space in the inventory. You may also take a Fluffy from the inventory of a character that is k.o'd.

Before or after the movement of a character, you may collect **1 Fluffy**, located exactly **1 space** away (in both directions) from that character. Place the Fluffy in this character's inventory.

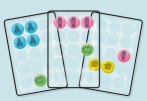
Swap any character with a Fluffy located on a board. The character may not be k.o'd.

SUMMARY

Briefing (pg. 5)

- Use the reminder bar to keep track of your **goals** for this round.
- You may only tell the other players whether you have **no**, **a couple**, or **a lot** of footprints of a color.

Action phase (pp. 5 - 8)



- You have **40 seconds**. You may decide in which orientation to play your card.
- You must play **3 cards in turn order**. Then, the turn order is up to you and you may play as many cards as you wish.
- When time is up, move each character **exactly as many steps** as there are **visible footprints in their color**.
- Move the characters in the following order:

- Only 1 character can exist on each space. Spaces are only triggered when a character **lands directly** on a space.
- General spaces affect **all** characters. Each character has their own ability that is activated on spaces of **their color**: .

Energy phase (pg. 9)

- If you reach the foremost board, place down a **new one** from the pile.

- Once all the characters have left a board, remove it and claim the indicated.

- You pay 1 for each board that has **at least 1 character** on it.

Shift change

- Give the **walkie talkie** to the next player. Draw cards until you have 3 (respectively 4) in your hand.